

GAME BOY ADVANCE

KONAMI

AGB-BSOE-USA



INSTRUCTION BOOKLET

©Hiroyuki Takei

**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

## **⚠ WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**

**Altered vision**

**Eye or muscle twitching**

**Involuntary movements**

**Loss of awareness**

**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

## **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

## **WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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Rev-D(L)

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*It is a rare day off during the Grand Shaman Tournament for Yoh Asakura and his friends. They are relaxing at the Inferno Inn, blissfully unaware that disaster is about to strike.*

*Suddenly a man appears, without warning. His name is Magister.*

***"I am here to bring Mephias, victor of the Shaman Fights of 4,500 years ago, to life."***

*With that, Magister lunges at Anna Kyohyama, who is holding The Tome of the Shaman. A fierce fight ensues over the treasured volume, which is torn apart. The pages fly away in every direction.*

*Magister's dastardly plot involves using the secrets concealed in The Tome of the Shaman to resuscitate Mephias for an evil purpose. Yoh and his friends must prevent the return of Mephias by securing the lost pages of The Tome of the Shaman before Magister finds them...*

# CONTROLS

Here are the basic game controls. For more advanced information turn to page 16 where you can learn some special moves!

## Game Boy Advance

Each button and its function is listed below.

### L Button

- View Map (On Map Screen)
- Next/Previous Page
- Use Spirit Control (Left Hand slot)

### Control Pad

- Select Item
- Move Cursor

### START

- Start Game
- Display Map Menu
- Display Pause Menu



### R Button

- View Map (On Map Screen)
- Next/Previous Page
- Use Spirit Control (Right Hand slot)

### A Button

- Enter/Jump

### B Button

- Cancel/Attack

### SELECT

- Display Map Menu
- Switch Deck

# GETTING STARTED

Insert the Game Pak and turn the power ON. The Title Screen will be displayed. Press START to display the data file screen.

## Starting a new game from the beginning

Select "New Game" using the Control Pad and press the A Button to enter. Next, select the level of difficulty (either "Normal" or "Hard"), and press the A Button again.



## Continuing a saved game

If you have saved data from a previous game, you can continue the game where you left off by loading a saved game file. Select a file to load with the Control Pad, then press the A Button to display the following menu. Use the Control Pad to select one of the options below and press the A Button to enter.



### ■ Continue game

Continue playing a saved game.

### ■ Copy data

Copy game data. Use the Control Pad to select a location to copy the data to, and press the A Button to enter the selection.

### ■ Delete data

Delete game data. Select the data to delete with the Control Pad and press the A Button to enter.

# GAMEPLAY

Select a destination point to enter a stage. Some destination points are locked, but you can unlock them by fulfilling certain conditions or teaming up with friends.

## Game Objective

The main goal of the game is to defeat Magister, who is trying to take over the world by bringing the ancient Shaman King back to life. In order to achieve this daunting task you will need the help of your friends. Together you will be able to defeat Magister and save the world!

## Game Flow

The game alternates between the Map and Action Stages. First, select a destination point on the Map, then play an Action Stage. Once you clear the Action Stage, you can proceed to the selected point on the Map.

**Destination Point**



Select a destination point on the Map...



Enter the Action Stage!



Clear the stage to move to the selected point.



## Action Stage Screen

You can move horizontally or vertically in the Action Stages, and there are two exits through which you can return to the Map. If your health gauge reaches 0, the game ends and returns to the Title Screen.

### Health gauge

This shows your health level and maximum health.

### Furyoku gauge

This is your level of Shamanistic energy. Energy is used up by Spirit Control or Spirit Unity (see P.15), but is gradually replenished over time. The numbers below the gauge show the current level.

### Deck

The number of the selected Deck (see P.12) is displayed.

### Slots (both sides)

When you use a Guardian Ghost of the Spirit Control type (see P.14 - 15), the slot to which it is equipped lights up. When the Guardian Ghost can no longer be used, the color of the slot will dim.



# MAP MENU

Press START on the Map to display the Map Menu. Select a menu item with the Control Pad and press the A Button to enter. Press the B Button to return to the Map.

## SAVE

To save game data, select “Save” with the Control Pad and press the A Button to enter. The current game data will be saved over any existing data.

## STATUS

Check your status. For details on each parameter, as well as commands, see P.11-13.

## SHOP

Items can be bought and sold here. To buy an item, select “Buy” with the Control Pad. To sell an item, select “Sell” with the Control Pad. Press the A Button to enter your selection. Each item has a certain weight, and you can hold a maximum weight of 10.



# PAUSE MENU

Press START during an Action Stage to display the Pause Menu. Switch pages with the L and R Buttons, or press START or the B Button to return to the Action Stage.

## STATUS

The main character's vital stats, such as health and furyoku gauges, are displayed here.

### Parameter 1

Current health/Maximum potential health

Current furyoku/Maximum potential furyoku

### RATE

This indicates how much of the game you have completed.

### Equipment

This includes all weapons and armor equipped. (Items picked up are equipped automatically.)

### Play Time



### Magatama Bead Icon

Collect 4 of these to increase your maximum potential health level.

### Parameter 2

This shows attack and defense power. These are affected by Guardian Ghosts (see P.14 - 15).

### Physical Condition

This is the character's physical state. You can recover from a "Poisoned" state by using a healing item.

### The Tome of the Shaman Icon

Collect 4 of these to increase your maximum potential furyoku level.

# PAUSE MENU

## SPIRIT UNITY

You can equip Guardian Ghosts that have been collected with this command (see P.14 - 15). If you organize your Guardian Ghosts into Decks, you can easily select specific Guardian Ghosts for specific occasions.

### Slots

Guardian Ghosts may be equipped to 5 different slots on the body. Select the desired slot using the Control Pad, then press the A Button to enter. Choose the desired Guardian Ghost from the list that appears at the bottom of the screen. When the game begins, only the Right Hand slot is available.

The display is different for each type of Guardian Ghost:

Spirit Unity type -> Name only shown

Spirit Control type -> LR icons and furyoku cost shown

Button icon (used up when activated)... Amount used up when activated once

Clock icon (used up with time)... Amount used per second when active

### Deck

Create Decks containing various Guardian Ghosts. You can hold up to four Decks. Use right/left on the Control Pad to choose a Deck, and SELECT to enter.

STATUS	SPIRIT UNITY	ITEM
Tan	8-	15
Anidanaru	D-	10
Totageron	G-	NORMAL
Udiano	A-	
		Deck
		1

Slots

Decks



## ITEMS

There are 2 different types of Items: Recovery Items, which improve your character's physical condition, and Automatic Items, which are activated automatically when certain kinds of Spirit Control (see P.19) are used. These can be found in the Action Stages or purchased in the shop.

### Recovery Items

Select with the Control Pad and enter with the A Button. Select "Use" to activate the item, or "Discard" to drop it. Press the A Button to enter.

### Automatic Items

These items are automatically used when certain types of Spirit Control are activated. From the top, Leaf, Pebble, and Doll items, up to 99 of each can be held.

### Recovery Items

SPIRIT UNITY	ITEM	STATUS
SP 113 / 120	Yoh	15
SD 50 / 50		10
1000		NOP/MAI

Yoh

### Weight

### Automatic Items

# **GUARDIAN GHOSTS**

You collect Guardian Ghosts as you progress through the game. Use these Guardian Ghosts to protect yourself by equipping them to various parts of your body.

## **About Guardian Ghosts**

Guardian Ghosts have many different magical properties, and can provide you with protection and special powers. Guardian Ghosts can be equipped to various parts of the body by selecting “Spirit Unity” from the Pause Menu (see P.12). There are 2 types of Guardian Ghost: the Spirit Unity type, and the Spirit Control type.



## **How To Obtain Guardian Ghosts**

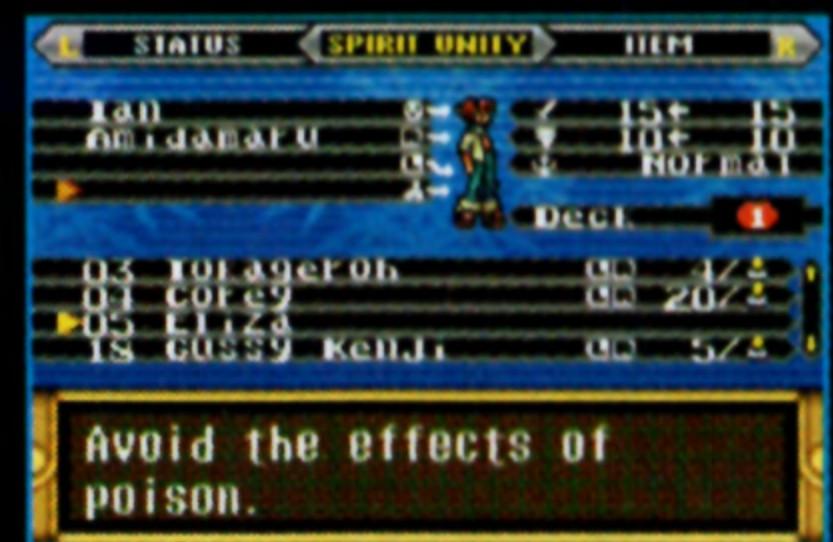
Guardian Ghosts can be obtained in 4 different ways. You can either defeat a boss and borrow its Guardian Ghost; defeat an enemy and steal its Guardian Ghost; pick up an item, or get a Guardian Ghost through an event. You must use Guardian Ghosts obtained by defeating bosses in order to progress through the story.





## Spirit Unity Type

Equip a Spirit Unity type Guardian Ghost to any slot to activate its power. These Guardian Ghosts can be used to increase attack power, cure poison, etc.



## Spirit Control Type

This type of Guardian Ghost must be equipped to either the Right or the Left Hand slot, and gives the Player the power to fire missiles or execute a special stabbing attack. It is activated by pressing the L or R Buttons, but you must have adequate furyoku levels to use it.



# MOVES

Spirit Control type Guardian Ghosts have many powerful skills, so don't be afraid to try them out! Even if your furyoku level falls to zero, it will replenish itself over time.

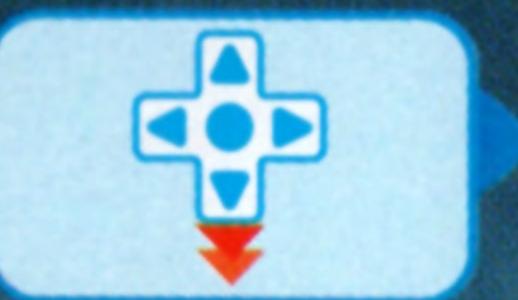
## Movement

Move by pressing Left/Right on the Control Pad. Press right to move right; and left to move left.



## Leap Back

Press Down on the Control Pad twice in rapid succession to leap back. Because this movement is quicker than moving right or left with the Control Pad, it is a good way to avoid enemy attacks. For the period immediately following a Leap Back, you are invincible.





## Crouch Down



Press Down on the Control Pad to crouch down. You will remain crouched while the button is held down. This move will get you out of firing range quickly. Press the B Button while crouched down to attack while maintaining a low position.



## Jump

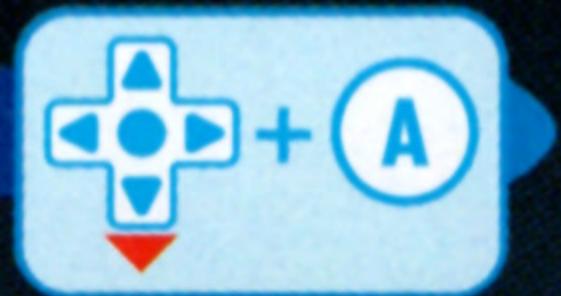


Press the A Button to jump; press down slowly to make the jump higher. Jumps can be directed to the right or the left by pressing Left and Right on the Control Pad. You can also attack enemies while in mid-leap by pressing the B Button.



# MOVES

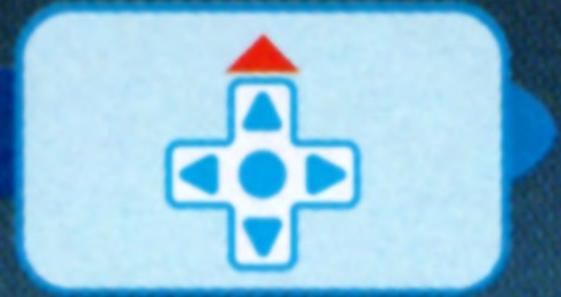
## Descend



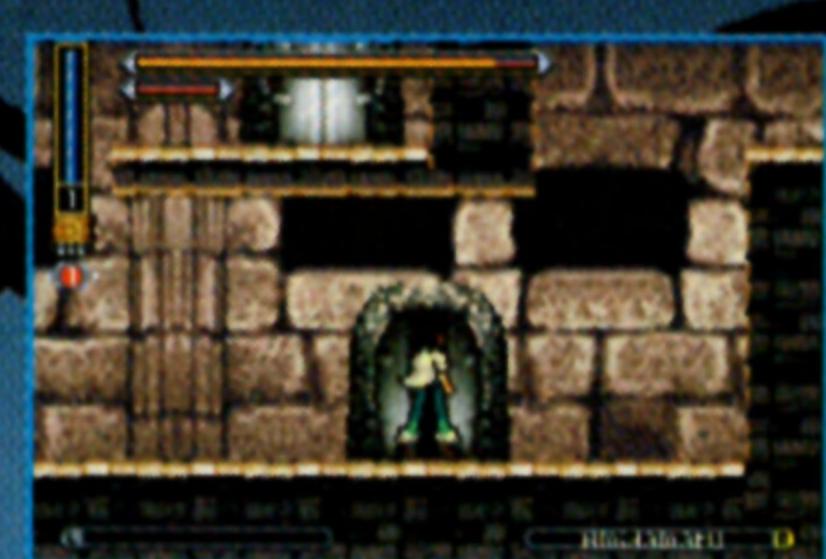
When on an island, Press Down on the Control Pad and the A Button to descend vertically to a lower level. This is an effective method of escape when there are enemies on islands around you.



## Enter



The Action Stages are full of doors and tunnels, which can be entered by pressing Up on the Control Pad. Sometimes new routes are hidden, so make sure you explore all possibilities!





## Attack

**B**

Press the B Button to attack using the weapons currently equipped.  
(You can attack while jumping or crouching down.)



## Spirit Control

**L R**

Press the L or R Buttons to activate the Guardian Ghost in the Left/Right Hand slots. Spirit Control types have many different powers, such as helping you attack enemies or making movement easier, so be sure to check their properties by selecting “Spirit Unity” from the Pause Menu (see P.12) before equipping.



# ITEMS

You'll find various items within Action Stages that have special powers.  
Items can also be bought in the shop.



## Hamburger

Health level increases by 120. Cost: 1,000 yen Weight: 2.



## Antidote

Cures poison. Cost: 300 yen Weight: 1.



## Magatama Bead

Collect 4 to increase health to maximum. "The Tome of the Shaman" will also increase furyoku to maximum.



## Leaf

This item is used automatically when a certain Spirit Control is activated. A maximum of 99 Leaves (and similar items such as Pebbles and Dolls) can be held at any one time.

# HELPFUL HINTS

Helpful hints for playing the game are found here. Use Spirit Unity and Spirit Control and try to find all paths through the game!

## If You Get Stuck

Sometimes you will come across a high obstacle in an Action Stage that cannot be scaled, or a fiery wall that prevents passage. Look to Guardian Ghosts for assistance: you may be able to find a Guardian Ghost that will let you jump further than normal, or put out fires with ice.



## Use Your Decks

Use SELECT to switch between Decks you have created using the “Spirit Unity” option from the Pause Menu (see P.12). You can create different Decks for different circumstances – for example, a Deck for use when moving, or one for use in Boss battles.



## Keys and Doors

To open a locked door (locked doors glow blue) you must use the key from that stage. Each key opens 1 door. Doors that have already been unlocked (unlocked doors do not glow) can be entered without a key.



# CHARACTERS

The following is a list of characters that appear in the game. Some will help you by lending their Guardian Ghosts, or by providing important information that moves the story along.



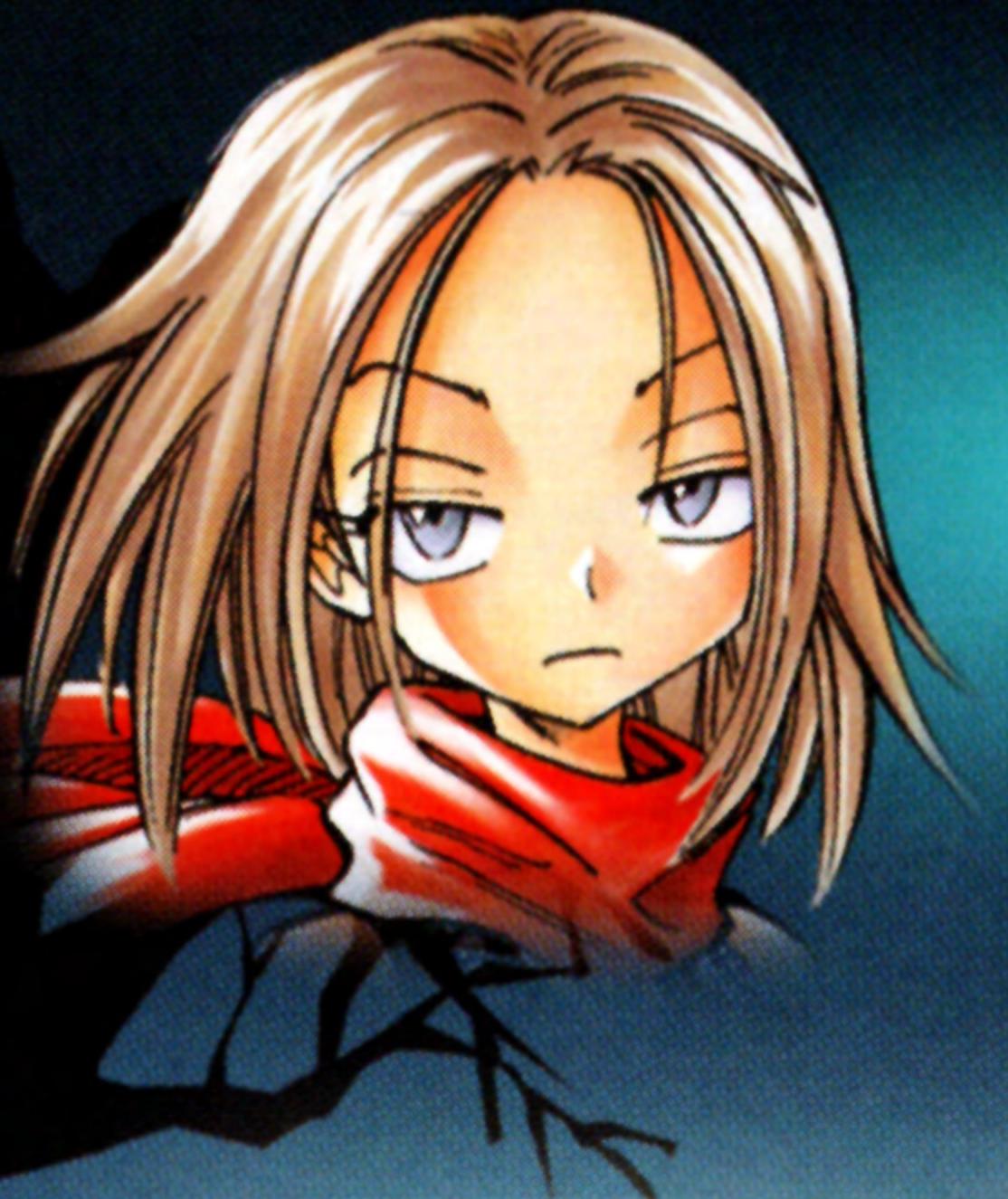
## *Yoh Asakura*

A laid-back 13 year-old, who dreams of someday being Shaman King. He aims to live a peaceful, stress-free life. In the past, Yoh was bullied because he was "the child of a demon".

## *Amidamaru*

Fiercely powerful and feared by all, Amidamaru was a samurai warrior who lived 600 years ago. He is Yoh's Guardian Ghost and close friend. With his trusty weapon, The Sword Of Light, he joins Yoh on his quest to become the Shaman King.





## *Anna Kyohyama*

Raised by Yoh's grandmother to be a Spirit Medium, Anna is Yoh's fiancée. She is a skilled spirit medium and exorcist, and boasts other Shamanistic skills as well.

## *Morty*

Yoh's classmate, as well as his first human friend. He is not a Shaman, but he has the ability to see spirits. Morty is the eldest son of the owner of Oyamada Company, Japan's leading electronics manufacturer.



# CHARACTERS



## Rio

Highly moral with a strong sense of justice, he is always pondering the meaning of friendship and loyalty. Rio seeks his Sacred Hang; the place where he belongs. He used to be a gang leader, but after meeting Yoh, he discovered the way of the Shaman.

## Trey

A nature-loving Shaman. His Guardian Ghost is Corey of the Minutians, an elf of the earth. Noble and honest, he speaks his mind.





## Tao Len

The eldest son of one of China's oldest Shaman clans. Before meeting Yoh, he thought nothing of killing a man, and destroyed all in his path with cold efficiency. Thanks to Yoh, he has become a more compassionate character.

## Fausut VIII

A direct descendant of Doctor Faust, the infamous German alchemist and magician of the Middle Ages. At one time, he was Yoh's sworn enemy, and even injured Morty in a past battle, but he has now made up with Yoh.





# NOTES

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If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint & Tip Line for help on many Konami games.

Konami Game Hint & Tip Line: 1-650-801-0465

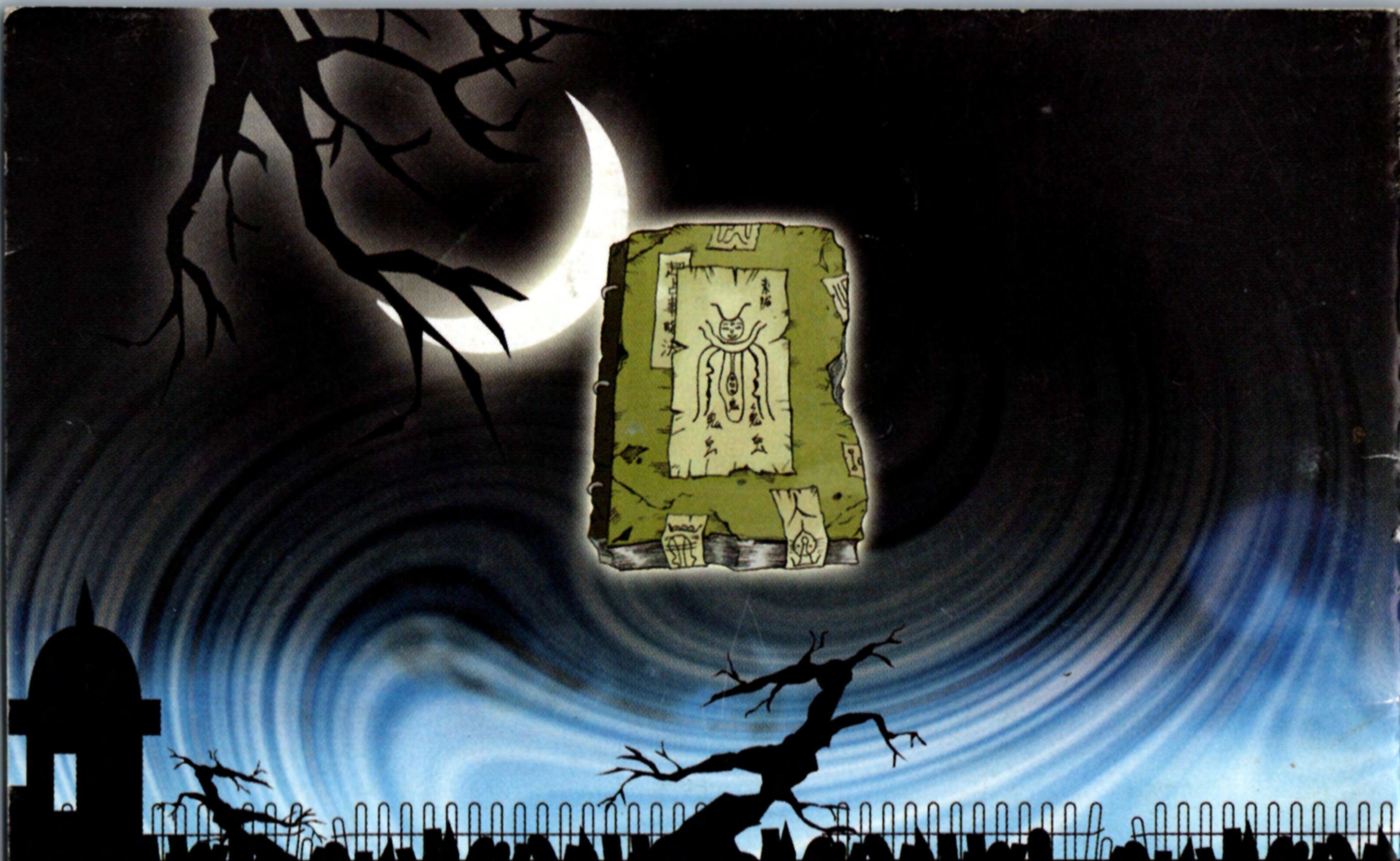
Hints are available 24 hours a day. Availability is subject to change.

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